



<http://www.replacementdocs.com>



LIVE™ ONLINE ENABLED

NTSC

Based on the
Winner of 7 PC
Editor's Choice
Awards!

SID MEIER'S

PIRATES!

LIVE THE LIFE



Game Experience May
Change During Online Play



SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

TABLE OF CONTENTS

Xbox Live®	2	Dancing With the Governor’s Daughter	28
Game Controls	2	Special Items	29
Introduction	3	Missions and Quests	30
Main Menu	4	Promotions	31
Options	5	Dividing the Plunder	31
Pausing the Game	5	Aging	33
Status Screens	6	The End	33
Saving and Loading	9	Vs Multiplayer	34
Creating Your Pirate	10	Bonus Content	35
At Sea	10	Xbox Live	35
Perils of the Sea	15	Appendix	36
Sea Battles	16	Credits	37
Fencing and Swordplay	18	End-User License Agreement	39
In Town	20	Warranty	42
Land Battles	23	Product Support	43
Sneaking About Town	26		

XBOX LIVE®

Take Sid Meier's Pirates!® Beyond the Box

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable Sid Meier's Pirates! Content

If you are an Xbox Live subscriber, you can download the very latest content (such as pirate flags, sails, and other items) to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

GAME CONTROLS



Basic Menu Controls

Control	Action
⬇ or ⬆	Change highlighted menu item
A	Select
B	Go back
⬅ or ➡	Cycle between status screens

See pages 10-34 for tables listing gameplay controls.

INTRODUCTION

Welcome to Sid Meier's Pirates!®

Welcome to the Caribbean, Captain! There's a whole new world here, a world full of adventure and ripe with plunder. Rich, treasure-laden ships carry South American silver and gold back to Spain, whilst French, Dutch and English vessels carry booty only slightly less valuable. The boisterous buccaneer towns teem with lusty pirates seeking a bold commander to lead them to wealth untold. Constantly at war with one another, the Great Powers are always in search of doughty privateers to take to the seas and do their fighting for them.

Yes, it's a world of high adventure, where brave and skilled men battle for treasure and glory. Those who succeed achieve great fame and personal wealth — and the bones of those who fail forever lay in Davy Jones' locker.

A Word About Your Goals

Sid Meier's Pirates! is an open-ended game, which means you can pretty much do what you want. If you want to be a peaceful trader and avoid conflict, you can certainly do so. If you want to be a reckless pirate and take on everybody, you can do that too. Or you can be a romantic hero, seeking to sweep every governor's daughter off of her feet. You control your own destiny — do what you will with it.

But make your decisions count, because your career will not last forever. As you age, some of your skills will begin to diminish. At some point you'll find it harder to recruit crewmen, who are interested in a young, healthy captain to lead them. Eventually you'll probably want to consider retiring and starting a new career.

When you retire, you'll be shown a summary of your piratical career and a glimpse of what your character ends up doing after hanging up his Captain's hat. If you've been extremely successful, you may retire to become a governor yourself. Less accomplished pirates may end their days as a lowly barkeep or pickpocket.

MAIN MENU



New Game

Choose this to begin a new pirate career.

Load Game

Choose this to resume a game that you began earlier. You can access games that you saved manually.

Vs Mode

Battle up to three of your friends or challenge the AI in multiplayer ship battles and duels.

Bonus Content

Choose this to unlock and access bonus content, including concept sketches, character renders, storyboards, and behind-the-scenes videos.

Xbox Live

Check out the best scores and download new content for the game using the Xbox *Live* service.

Options

Choose this to change the game's default audio settings, video settings, and game controls (see next page for details).

OPTIONS



Game Options

Brightness: Adjust the overall brightness of the game.

Vibration: Turn the Xbox Controller vibration On / Off.

Audio Options

Use audio options to adjust the volume of the sound effects and background music in the game.

Xbox Live Options

Use Xbox *Live* options to change your Xbox *Live* account and access other Xbox *Live* options.

PAUSING THE GAME

During gameplay sequences, press **○** to pause the game and display the status screens (see following pages). Press **○** again to return to the action. Game time does not progress and your pirate does not age when the game is paused.

STATUS SCREENS

There are a variety of information screens available to you while at sea. To access them, press **O**. You may also access the status screens by selecting **Check Status** from any town, settlement, mission, or pirate haven.

Use **L** and **R** to cycle between status screens. **Note:** Depending on what part of the game you are in, certain status screens may not be available.

Main Status Screen



The Main Status screen provides information about your current situation, including your total cargo, your personal age and health, your crew's morale, and an inventory of any special items you are carrying.

Fleet Status Screen



The Fleet Status screen provides information about each of the ships in your fleet, including the current crew assigned to each ship, its sail and hull damage, and any upgrades that ship has. This screen also provides information about any ship specialists who may have joined your crew. You can designate any ship in your fleet as your flagship, or rename / abandon any ship from the Fleet Status screen.

Personal Status Screen



The Personal Status screen provides information about your personal standing in the Caribbean. This includes your health, personal fortune, a scorecard of how each nation currently feels about you, any rank you may have attained with that nation, and the status of any romantic liaisons you may have brewing with governors' daughters.

Captain's Log



This screen stores a running list of your quests, actions, accomplishments, and other events happening in the world, including which nations are currently at war. This screen also lists your active quests.

Quest Maps



On the Quest Maps screen, you can review any quest maps you've collected, including maps to buried treasure, lost relatives, and the hideouts of evil villains.

World Map



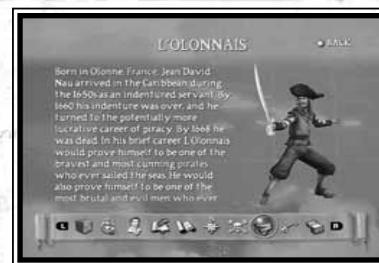
The World Map shows your current position, as well as the location and nationality of nearby cities and settlements. As you explore the Caribbean and discover new ports of call, they will appear on this map.

Top Ten Pirates



The Top Ten Pirates screen displays how you stack up against the other legendary pirates. You start at the bottom of the list but move up as you amass gold, capture ships, sack cities, find treasure, and defeat your rivals.

Pirate-O-Pedia



The Pirate-O-Pedia is your handy reference guide to being a successful pirate captain. From nautical terminology to biographical profiles of legendary pirates, the Pirate-O-Pedia can be helpful to rookie and veteran captains alike.

Options

This screen is identical in function to the options screen available from the Main Menu, except that it contains one additional option: Quit to Main Menu. Selecting **Quit to Main Menu** quits the current career and returns you to the Main Menu.

Load / Save Game

This screen allows you to save your game or load an existing saved game.

SAVING AND LOADING

Saving a Game

To save a game, select **Save Game** from the Load / Save screen. On the Save Game screen, you may create a new save by selecting **New Save** and pressing **A**, or you may overwrite an existing save by selecting that game and pressing **A**. You may also delete any selected save by pressing **Y**.

Loading a Game

To load a game, select **Load Game** from the Load / Save screen. On the Load Game screen, select the game you want to load and press **A**. You may also delete any selected save by pressing **Y**.

CREATING YOUR PIRATE

When you start a new career, you'll need to name your Pirate, select your special skill, and choose an era in which to begin your career. Once you've done this, you can sign on with any of the four nations in the game: the English, French, Dutch, or Spanish. The English are recommended for beginning players, while the Spanish are a more challenging nation to align with.

Game Eras

Each game era provides a different set of challenges to master. We recommend that you choose the default era, "The Buccaneer Heroes — 1660," for your first few games. This time period is the most advantageous for pirates, and it provides plenty of targets almost everywhere on the map. The other eras are more difficult, and you may spend some time before you get into the action.

AT SEA

Sailing Controls

Control	Action
↑	Steer ship
⬆	Camera control (Click to change view, ↑ to zoom in / out)
A	Bombard nearest city
B	Cancel
X	Enter attack mode
Y	Cycle flagship
⏸	Pause game / status screen
L R	Cycle between ship targets (in attack mode)
○	Toggle sails
●	Toggle map overlay
?	Controls help

The Navigation Screen

The Navigation screen displays a portion of the Caribbean. The view remains centered on your ship at all times.



Your Ship: Your ship appears in the center of the Navigation screen. If you have more than one ship, your "flagship" is in the lead and the other vessels are following her.

Other Ships: Other ships appear on the Navigation screen when they get within sight of your vessel. Each ship has a colored stripe, sail emblem, and flag denoting its nationality: black for Pirates, yellow for Spain, green for Dutch, red for England, and blue for France.

Cities: The Navigation screen displays the cities currently in sight. The name and nationality appear above the city, and you can get an idea of the city's military strength by the size of the fortifications guarding it.

Clouds: Clouds indicate heavy winds. You can use them to speed your journey.

Storm Clouds: Dangerous storms appear frequently in the Caribbean, particularly during hurricane season. A clever sailor can use their heavier winds to speed his journey; however, if you get too close, you risk serious sail damage to your vessel.

Landmark: Pirates often refer to landmarks when drawing their treasure maps.

Food Indicator: This displays how many months' worth of food your crew has remaining.

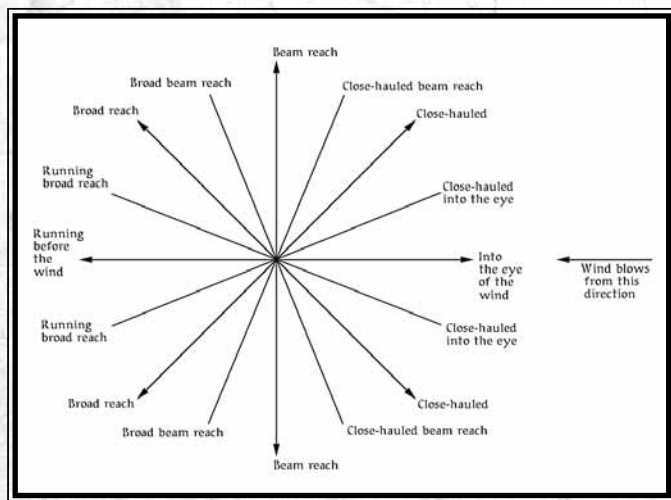
Crew Size and Morale Indicator: This tells you how many men you have in your crew, and how happy they are. A red disc indicates a near-mutinuous crew, while a green disc means they are pleased.

Wind Speed Indicator: This indicates how fast the wind is blowing, and in which direction.

How to Sail

To sail your fleet, use **L** to steer the flagship (pushing left turns the ship counterclockwise; pushing right steers the ship clockwise).

Best Point of Sailing



Crew Requirements

Each vessel in your fleet requires a minimum number of crewmen to sail at peak performance. If you have fewer than that number, your sailing speed and combat performance suffer (see “Sailing Vessels” on pages 36). If you have more than the minimum number of crewmen, the additional sailors take part in sea battles.

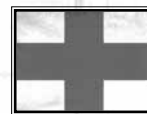
Seeing Other Vessels

A lookout atop a ship’s mast can see a surprising distance — sometimes for miles, depending upon time of day and weather conditions. Whenever a vessel comes within your lookout’s sight range it appears on the map. You can tell quite a lot about a ship by its appearance.

Each ship displays a colored stripe and flag showing its nationality:



Dutch



English



French



Indian



Missionary



Spanish

In addition, a vessel’s hull-type tells you something of its purpose. The dark-hulled vessels are warships, while lighter-hulled vessels are merchants. Each vessel type has its own unique model (see “Sailing Vessels” on pages 36-37).

Communicating with Other Vessels

Some vessels may send messages as you approach. Enemy vessels might order you to stand clear, or they might demand that you stand and fight. Neutral or friendly vessels often pass along the latest news or gossip.

Attacking Enemy Ships

This is what being a pirate is all about! Over the course of the game you’ll often find yourself wanting to launch an attack against some other ship you encounter at sea (see “Sea Battles” on pages 16-17 for details). When you are within range of a ship that you can attack, a message appears letting you know that there are targets nearby. You can then press **X** to enter ship attack mode. In ship **attack mode**, a red arrow points to the nearest ship you can attack. If other ships are in range, you can cycle through them by using **L** and **R**. Once you select your desired target, press **A** to engage that ship in a naval battle. Press **B** to cancel ship attack mode.

Your Flagship

Your fleet sails approximately as fast as your flagship, and your flagship represents your fleet in ship battles. You may change flagships at any time by pressing the **Y** button to cycle through all ships in your fleet, or by going to the Fleet Status screen.

Maximum Fleet Size

You can have up to five ships in your fleet, including your flagship. If you defeat an additional ship, you'll have to abandon one of the current five if you wish to add the new ship to your fleet.

Abandoning Ships

The best way to get rid of a ship is sail into port and sell it to a shipwright. However, you may sometimes find it necessary to abandon a ship while at sea — because you have insufficient crew or because you're being chased by a faster and stronger opponent, for example. You can abandon ships from the Fleet Status screen.

Entering Ports and Cities

To enter a port city, just steer your ship into the city. Depending upon conditions, you might sail right in and anchor peacefully at harbor, or if the town is hostile, the city's forts may open fire on you. You then have the option to sail away, attack the town, or sneak in.

Bombarding Cities

You may wish to bombard enemy cities to soften their defenses in preparation for incoming invaders. Press **A** to bombard the nearest city. Towns become increasingly hostile toward you the more you fire.

Note: You cannot bombard settlements, pirate havens, or missions.

Landing Parties & Searching

During the course of the game, you may acquire portions of maps to buried treasure, lost Incan cities, or even kidnapped relatives. These maps direct you to search near specific coastal landmarks. To disembark and initiate a search on land, steer your ship into a point on the shoreline. The game prompts you to confirm that you want to form a landing party to search, and then informs you once you've found something. Be warned that each landing party will take about a week of game time, so be sure you're searching in the right place!

PERILS OF THE SEA

Crew Unrest

Pirates are a fickle lot. In the beginning of a voyage they're fairly easy to please as long as you keep them fed and keep bringing in the treasure. Sooner or later, depending upon your success and the difficulty level of the game, they'll become restless. They'll start thinking that it is time for you to go to a city and divide the plunder (see "Dividing the Plunder" on pages 31-32), so that they can squander all of their loot in the nearest tavern.

You can prolong a voyage for quite a long time by keeping the booty flowing in fast and furious, but no matter how successful you are, the crew will eventually want to go home. If you ignore this advice and continue the voyage, your crew's morale begins to fall. (The Crew Size and Morale Indicator on the Navigation screen displays the crew's current morale.) Unhappy pirates are rarely pleasant, and may challenge you for control of the ship, or even desert at the next port.

Morale Boosters

Some ship's officers and special items help you keep your crew's morale high and allow you to lengthen your voyage.

Hunger

Your crew needs to eat. Food is readily available for purchase at a merchant's warehouse, or you can take it from a captured vessel. The Food Indicator on the Navigation screen shows how many months of food you carry, and you can look at the cargo section of the Fleet Status screen to see your exact food tonnage.

When you run out of food, your crew begins to starve. They'll put up with this for a short while, but soon their morale starts to plummet. Once you acquire more food your crew's morale stops its decline. Also, the crew's morale may rise once the treasure begins flowing in again.







Storms at Sea

The Caribbean is an unpredictable sea. The sky may be clear and the winds moderate at one moment, while in the next a sudden tropical storm might appear, threatening to rip your sails apart in an instant.

SEA BATTLES

The game mechanics of ship battles are quite simple: you steer your ship, you raise or lower your sails, and you fire off broadsides. The challenge lies in learning how to use these simple tools to their best advantage in the ever-changing sea.

Sea Battle Controls

Control	Action
	Steer ship
	Cycle shot type
	Fire cannons
	Pause game / status screen
	Controls help
	Toggle sails

Ship Upgrades

Shipwrights across the Caribbean can upgrade your ships with a variety of special upgrades that increase your speed, firepower, defensive abilities, and much more. For specific details on all the ship upgrades, consult your Pirate-O-Pedia.

Cannon Ammunition

There are three primary types of ammunition available for your cannon: round shot, chain shot, and grape shot.



Round Shot: This is the standard issue cannonball. When you begin a battle, your cannon are loaded with round shot. Round shot has the longest range of any of the ammunition-types. While it can hit any portion of a vessel, it tends to do most of its damage to the enemy's hull or cannon.



Chain Shot: Chain shot is a ship upgrade that consists of two smaller balls linked together by a chain. When fired, the balls separate and begin spinning, primarily doing damage to the enemy's sails and rigging. Chain shot has a medium range: it fires a shorter distance than round shot, but longer than grape shot.



Grape Shot: Grape shot is a ship upgrade and is the classic anti-personnel load. Essentially, the crew loads the cannon with anything they can find, turning the weapon into a massive shotgun. Grape shot is particularly effective at injuring the enemy's crewmen and has a very short range.

Damage Effects

Hull Damage: As a ship takes damage to its hull, the ship's speed and maneuverability degrade. If the hull is destroyed, the ship sinks.

Sail Damage: As a ship takes sail damage, its speed and maneuverability decline. If the sails are destroyed, that vessel is no longer under any control, and it may surrender at your next approach.

Losing Crew: As crewmen are knocked out, the surviving crew takes longer to reload the ship's cannon after firing each broadside.

Boarding the Enemy Vessel

When a ship rams another vessel, the ramming ship's crew rushes aboard the enemy ship to battle her crew. While the opposing crews battle it out, you take on the enemy captain in a daring swordfight.

Picking up Overboard Cargo and Crew

During the course of a ship battle, a lot of cargo and crew will be sent hurtling overboard, ending up in the water. You can retrieve floundering crewmen and floating cargo by sailing your vessel over their location. Each crewman retrieved will add to your available crew, and each piece of cargo you retrieve adds a small amount of gold to your treasury.

How the Battle Ends

A sea battle can end in victory, defeat, or a draw. In addition, nightfall might end the battle (if the battle goes on for too long without decisive results). Finally, a captain can end a sea battle by boarding the enemy vessel, placing the outcome of the conflict in the hands of both captains.

Spoils of War

If an enemy vessel surrenders or you defeat the enemy captain in a duel, you have the right to claim the enemy's vessel for your own, or take what you fancy and leave it to rot if it's too damaged or too slow for your tastes. Additionally, if you've put on a show with your daring maneuvers, many of the enemy's crew may petition you for a job on one of your ships. Finally, you may find that the defeated crew has a specialist on board who can be persuaded to serve you instead. Specialists can be invaluable in your travels. For specific details on individual specialists, see your Pirate-O-Pedia.

FENCING AND SWORDPLAY

As a pirate, you can expect to engage in a lot of swordplay. In ship combat your objective is usually to capture ships without damaging or sinking them. Thus you board them and try to take them by storm. You'll meet the enemy captain in one-on-one combat, and your success or failure as a pirate, to a large degree, will be determined by your handiness with a sword.

Fencing Controls

Control	Action
↑ + A	Overhead Chop Attack
A	Thrust Attack
↓ + A	Low Slash Attack
↑ + B	Jump
B	Parry (Block)
↓ + B	Duck
X	Taunt
○	Pause game / status screen
○	Controls help

The Dueling Screen



The dueling screen shows a typical duel, taking place after you rammed an enemy vessel in a ship battle. The dueling screen contains the following elements:

You: Your character.

Your Opponent: The enemy captain.

The Advantage Bar: This shows your position on the dueling stage.

While you are dueling the enemy captain, your crew is fighting the enemy crew. Every few moments, one side or the other loses some men, depending upon the current state of the duel and the size, skill, and morale of the opposing forces.

Swordplay

Prior to entering a swordfight, you must select one of three types of swords: a rapier, which is lighter and faster, a cutlass, which offers a solid defense, or a longsword, which is a good balance between the two.

The mechanics of swordplay are quite simple: use the **A** button to attack and the **B** button to defend (block or evade).

To initiate a high (overhead chop) attack, press **↑ + A**. A defender can press **↓ + B** and attempt to evade this move by ducking.

To deliver a low (slash) attack, press **↓ + A**. A defender can press **↑ + B** and attempt evade this move by jumping up.

A standard thrust is delivered simply by pressing **A** and can be defended by parrying (pressing **B**). As a matter of last resort, a quick parry can even deflect a high or low attack, but the force of those attacks will still knock you slightly backwards.

The **X** button taunts the opponent, likely provoking an attack, which you can use to your advantage.

Crew Morale

Your crew's morale at the time they entered the battle affects their performance in combat. The enemy forces also have a morale rating. In general, crewmen aboard warships or pirate vessels have higher morale, while the crew from merchant vessels have lower morale. The crew's morale is also heavily dependent upon your success in your fight against the enemy captain.

Victory or Defeat

The duel ends when one duelist is pushed overboard (or up against a wall) or either duelist surrenders.

Even the Odds



When you're heavily outnumbered and you board an enemy vessel, you'll have an opportunity to even the odds by playing through a series of interactive action sequences, fighting your way to the enemy captain.

Each sequence involve matching a series of patterns by pressing the appropriate controller buttons displayed on screen before time runs out. If you successfully match the patterns before time runs out, you'll dispatch your enemies in heroic fashion (reducing the enemy's crew) and move on. The faster you complete a sequence, the more enemy crew you'll take out.

If you press the wrong button at any time, or time runs out, you'll embarrass yourself by looking decidedly non-heroic, and your chance to even the odds slips away.

IN TOWN

Ports of Call

You spend much of your time in one or another of these ports — buying and selling goods, repairing your vessels, recruiting crewmen, purchasing treasure maps from shady characters, taking assignments from desperate governors, putting the moves on those governors' daughters, fighting evil foreigners, and the like.

Cities

Cities are the major permanent European settlements in the Caribbean. Cities' names, locations, and nationalities remain constant from game to game in a single era.

City Types

There are several types of cities in the game, each with certain basic characteristics (see following page):

Capital: A capital is a large and rich city with strong defenses.

Port: A large and rich city with weak defenses.

Town: A large and poor city with strong defenses.

Colony: A large and poor city with weak defenses.

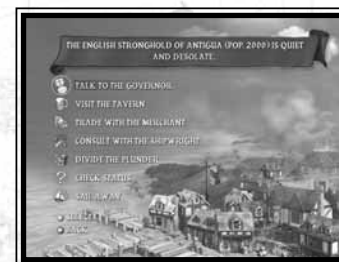
Trading Post: A small and rich city with strong defenses.

Stronghold: A small and poor city with strong defenses.

Village: A small and rich city with poor defenses.

Outpost: A small and poor city with poor defenses.

City Menu



The Governor's Mansion

Enter here to speak to the man in charge of the port. He may give you political or military assignments. He can also reward you for successes. Once you are successful enough, you may get a chance to meet his lovely daughter.

The Tavern

Visit here to recruit men, pick up local gossip, purchase treasure maps, and so forth. Mysterious strangers are known to frequent the dark corners of seaside taverns, selling curious objects, information, and maps to untold riches.

The Merchant

Visit here to buy and sell goods. For more details on trade goods, consult your Pirate-O-Pedia.

The Shipwright

Go to the shipwright's establishment to have your ship repaired or upgraded and to sell any excess ships you possess. Shipwrights each offer different ship upgrades, so you may have to hunt to acquire them all. For more details on specific ship upgrades, consult your Pirate-O-Pedia.

Divide the Plunder

Go here at the end of a long voyage to split the loot between you and your anxious crew (see the “Dividing the Plunder” on pages 31-32).

Check Status

Examine your ships, cargo, crew, missions, and so forth. You can access all information screens.

Sail Away

Select **Sail Away** to leave town and return to the sea.

Other Settlement Types

Cities are not the only human habitations in the Caribbean. There are other, smaller enclaves, as well. These smaller places change location from game to game.

Jesuit Mission

Missions are small settlements where members of the Jesuit religious order try to convert the natives to Christianity. Jesuit priests often have influence with nearby cities: they may be willing to intercede with enemy governors on your behalf.

Pirate Haven

These are temporary settlements where pirates gather to recruit crewmen and plot their next missions. If you're villainous enough, you may be able to convince the pirate captain to launch an assault upon a nearby city.

Indian Village

Indian villages are generally not too fond of their non-native neighbors: you may be able to convince their chief to attack a nearby European city — ye ruthless scoundrell!

LAND BATTLES

In land battles, you must strategically deploy your pirates against a town's garrison of defenders. Your goal is to eliminate the town guard so you can plunder the city and abscond with its riches! Many towns are well fortified and equipped with a variety of dangerous soldiers, but by using terrain and flanking maneuvers to your advantage, a band of hardy pirates can be just as dangerous.

Land Battle Controls

Control	Action
L + A	Move units / attack
R	Change unit facing
X	Ranged attack
B	Skip active unit's turn
P	Pause / Status screens
L R	Cycle through ranged targets
O	Toggle grid On / Off
+	Move camera
?	Controls help

The Land Battle Screen



Your Troops: These are your forces.

Enemy Troops: These are the enemy's forces.

Trees: Light jungle forest.

Clear: Clear terrain.

Hills: High ground.

Enemy City: Your objective.

How to Play

Units can only move one square at a time. All the squares that your unit can move to are highlighted. To move a unit, press **↑** in the direction you want to move, and then press **A** to complete the move. In some cases, a unit may not be able to move in a particular direction (for example, if another unit is occupying that square, or if impassable terrain like a rocky gorge blocks the way).

To attack an opposing unit, move your unit into that unit's square.

Some units are designated as "ranged," meaning they can attack from a distance. When one of these units is in range of a target, the targets appear with red crosshairs underneath them. Press **L** or **R** to cycle through available targets, and **X** to perform a ranged attack on the currently selected (blinking) target.

Hidden Units

Units in trees or behind hills remain invisible until an enemy unit "sees" them by climbing the hill or moving next to the unit in the trees.

Flank Attacks

When a unit is attacked from the rear or side, the attacker receives a "flank-attack" bonus, which applies to both close (hand-to-hand) and ranged combat.

Panic

As a unit takes damage, its morale deteriorates. If the unit's morale reaches "panic," it breaks and flees from the battle the very next time it takes casualties.

Victory

If your men reach the city walls, the defenders scatter and run, and the local citizens pay you a ransom to vacate the premises (the ransom can be quite large, depending upon the city's wealth and how badly beaten the defenders).

Unit Types

Your Forces

Pirates: Armed with cutlasses and boarding axes, pirates are very good at close combat. Pirates cannot make ranged attacks.

Buccaneers: Buccaneers are armed with muskets and very good at ranged attacks. They can fire at enemy units within four spaces but are not good at close combat.

Officers: These elite pirates excel at close combat, but cannot make ranged attacks.

Enemy Forces

Infantry: Armed with muskets and swords, these are the local militia. They can make both ranged and close-combat attacks, but they're not especially powerful. Infantry can fire at enemy units within three spaces.

Guards: These professional soldiers are armed with light muskets and swords. They are effective at close combat, and they can make ranged attacks against enemies within two spaces.

Cavalry: Like Guards, these are professional soldiers but are on horseback, armed with lances and swords. They move quickly and are particularly dangerous when charging an enemy unit in clear terrain. Cavalry are not effective against targets in trees and cannot make ranged attacks.

Native Bowmen: Armed with bows and arrows, these warriors are skilled at ranged combat and can attack an enemy within two spaces. Native bowmen are vulnerable in close combat.

Native Spearmen: Fierce fighters armed with spears and stone axes, spearmen are proficient at close combat but unable to perform ranged attacks.

Terrain

Clear Terrain: Open country. Units attacked while in clear terrain receive no defensive bonus.

Trees: Trees provide a defensive bonus. Units in trees are invisible until an enemy unit moves adjacent to them. Cavalry units are penalized when attacking units in trees.

Hills: Units on hills (elevated terrain) gain a bonus when engaged in close combat against units that are located below.

Impassable Terrain: This rocky terrain is impassable for units but ranged units can fire through it.

City Walls: Your objective. The battle ends when one of your units reach the city walls.

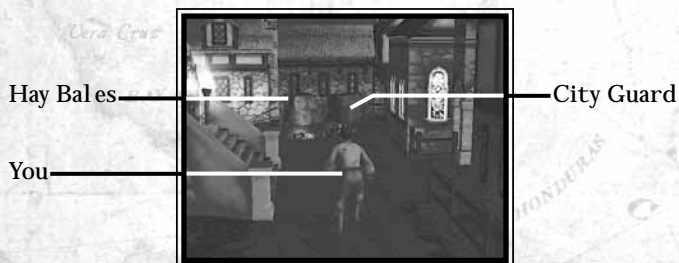
SNEAKING ABOUT TOWN

From time to time you may find it necessary to get in or out of a town unnoticed. Perhaps you've been making war on the Spanish and have discovered that your arch-enemy is hiding in the tavern in Cartagena. Lacking the manpower to take the city by storm, your only alternative is to sneak into the city, find the tavern and confront your foe.

Sneaking Controls

Control	Action
L	Move character
R	Turn
A	Overpower guard (when struggling)
R	Run (with L)
⏸	Pause / Status screens
?	Controls help

Town Sneak Screen



You: Your character, that handsome devil!

City Guard: The enemy — keep out of his way.

Building: A dwelling. You can't enter any of these buildings. Neither can the guards. They can't see through them, either.

Objective Buildings: These are the marked locations in town: Governor's mansion, tavern, and so forth.

Your Men: Your faithful crew, waiting for you on the edge of town. You need to reach them if you're heading out of town.

Fence: You can climb over fences, but the city guards are too fat and lazy to do so. They can't see through fences, either.

Hay Bales: You can hide behind hay bales and the guardsmen can't spot you.

Climbing Walls

If you get close enough to a wall, you'll climb or hop over it, depending on if you were walking or running.

Hiding in Hay Bales

If you walk up to a pile of hay bales, you'll hide behind it and the guards won't be able to see you. Press **⬆** to jump out from behind the hay bales when you're ready to resume prowling.

Being Spotted

If a guardsman sees you, he'll give chase and you'll be forced to find a place to hide! Hop over a fence or duck behind a stack of hay bales and you may just avoid getting pinched.

Getting Caught

If a guard does catch up to you, a struggle will ensue! Press the **A** button as fast as you can to fill up your power meter and knock him out. If the meter empties completely, the guard has overpowered you, and you'll be thrown in the local jail. You'll then sit and rot until the authorities are ready to release you.

Knocking Out Guards

If you're quiet, you can sneak up behind a guard and knock him out. As you creep up behind an unsuspecting guard, your character will raise his hand to strike, and when you get close enough, he'll automatically clobber the guard across the back of the skull, incapacitating him until a fellow guard wakes him. But be careful! Even the slightest sound could alert the guard to your presence and put you on the defensive.

Entering an Objective Building

When you reach an objective building, you can take care of your business in that location. When you leave the building, you automatically return to your fleet.

DANCING WITH THE GOVERNOR'S DAUGHTER

In the 17th century, young gentlemen and ladies were expected to be competent dancers — especially if they were looking for a mate. One could not attain the highest rungs on the social ladder if one did not cut a fine figure on the dance floor. Courting a Governor's daughter can be a very rewarding activity — besides the companionship, they are often wonderful sources of information and have access to fantastic special items that an enterprising rogue would love to get his hands on.

Control	Action
⬆	Step forward
⬆	Step backward
⬅	Step left
➡	Step right
⏸	Pause / Status screens
⚙	Controls help

The Dance Screen



You: Your character.

Your Partner: The governor's daughter. The young lady you're hoping to impress.

Other Dancers: Important members of the city. They'll be watching you closely to see if you mess up.

Romance Meter: This tracks the state of your partner's feelings for you. The bigger the heart, the more she likes you. The little hearts surrounding the romance meter represent the number of "flourishes" (moves made in time with the music; see below) you have performed in a row. Governors' daughters are really impressed by flourishes.

How to Dance

In a dance, the partners perform an intricate series of dance steps, one moving smoothly into the next, in time with the music. Your partner indicates the upcoming dance step with a hand gesture. (On lower difficulty levels, your partner's hand gestures are also accompanied by a button icon at the bottom of the screen, indicating which button should be pressed.) You then attempt the step in time with the music. If you step appropriately, your partner is happy. If you step in the wrong direction, or don't move in time — you'll stumble, and your partner will be annoyed and embarrassed. Try not to embarrass the young lady.

Flourishes

If you execute the correct dance step in time with the beat of the music, and you and your partner perform a "flourish" — a fancier version of the standard dance maneuver. Flourishes can help win the heart of the daughter faster and can aid in recovering from early mistakes.

The Romance Meter

The heart in the upper-center of the screen is the romance meter. The meter tracks your success in dancing by growing in size each time you perform a correct dance step. Flourishes cause the romance meter to grow at an accelerated pace: the more flourishes you perform in a row, the faster it grows. The heart romance meter shrinks with each misstep.

The End of the Dance

Your success depends on the size of the romance meter at the end of the dance. If the romance meter is small, you didn't impress the governor's daughter very much, and she'll let you know it. If the romance meter is huge, you danced like a true gentleman and the governor's daughter will look upon you with great approval. You're well on your way to winning the young lady's heart!

SPECIAL ITEMS

The Caribbean is home to the curious traveler and enterprising collector alike. Scattered across these waters are numerous unique items that can bestow useful abilities to their owners, and they can be yours for the right price.

There are several categories of special items. Each type of item has a basic variety and an improved one. Improved items are better

than basic items. You can only use one item from a category; the improved version of an item replaces its basic model. Special items can often be purchased from the mysterious men who patronize the back rooms of taverns, and Governor's daughters also frequently have access to these kinds of trinkets.

Depending upon the difficulty of the game, you may be required to forfeit one or more special items when you are captured or marooned, or when you divide the plunder.

You can check the Personal Status screen to find out which items you own and the Pirate-O-Pedia for more details on specific items and their effects.

MISSIONS AND QUESTS

Quests

Generally, quests involve rescuing a lost member of your family or righting some other wrong someone has done to you or yours. Quests tend to be long multi-step challenges, involving travel, sneaking about, fighting ships and dueling evil villains. Typically, quests come with no time limit. You may complete a quest in a single voyage, or it might take you years.

Missions

Missions generally involve escorting a vessel to another city through hostile waters, or going to another city to capture a wanted criminal. Usually missions have only one or two steps to them. You must have a Letter of Marque from a nation to be given a mission by officials of that nation. Some missions have time limits in which you must complete them; others have no time limits whatsoever.

Villains

There are many villains wandering the Caribbean. A surprisingly large number of them have done you or your family wrong. Others are wanted by the State. Some villains are sedentary and stay in one place until you get around to dealing with them. Others move from city to city across the Caribbean at whim. If you take too long to reach a villain's last known location, you may discover that he has long since moved on. You may chase a villain halfway around the Caribbean before you catch him.

PROMOTIONS

You earn promotions from governors by performing valuable services for their nations. Each promotion marks an increase in the nation's esteem and favor. Each promotion also earns you a benefit from that nation. In addition to the in-game benefits of rank, promotions also feed into your overall "Fame" score, which helps determine your final score when you retire.

How to Gain Promotions

City governors issue promotions. You earn promotions by doing services for a nation — attacking enemy shipping and cities, escorting ships carrying emissaries, soldiers or immigrants, capturing pirates or fugitives wanted for crimes against the state, and so forth. If you are on friendly (or at worst, neutral) terms with a nation, the governor will issue you a Letter of Marque as a matter of form, although you can bypass this simple step with enough good deeds.

Promotions From Different Nations

Each nation in the game has its own opinion of you. You may be a French Marquis while remaining a lowly English Captain (and a Spanish Outlaw!). You only get rank-related benefits from the nation that has given you the rank: being a Dutch Admiral does you no good in non-Dutch ports. It's possible to gain promotions from two or more nations at the same time, if you do deeds they all approve of.

Losing Favor

If you have been promoted by a nation and then act against that nation's interests (say, by attacking their shipping), you will eventually lose favor with that nation. You keep your current rank, but lose all benefits associated with it. The rank still counts toward your Fame score, however. If you have behaved badly enough, the nation may even view you as their enemy, denying you access to their cities, sending pirate hunters after you, and so forth.

DIVIDING THE PLUNDER

Overview

Pirate crews are rarely paid wages. Instead, they sign on for a share of any treasure acquired during the voyage. The crew stays with you for a long time if you keep bringing in the loot, but sooner or

later they expect you to divide the plunder and give them their share. As captain, you get a larger share of the plunder. You can divide the plunder in any city or pirate haven.

When to Divide the Plunder

There are two conditions under which it is advisable to divide the plunder: first, when your crew begins to demand it and you can no longer get enough treasure to keep them happy, and second, when you've acquired a huge amount of loot and want to "bank" your portion before you lose it in combat.

How to Divide the Plunder

To divide the plunder, select **Divide the Plunder** in any port.

The Division of Spoils

When you divide the plunder, the voyage's gold is divided between you and the crewmen.

As captain, you get a fixed percentage of the loot. The percentage varies depending upon the difficulty level you've chosen, ranging from 5% for an Apprentice captain to 40% for a Swashbuckler captain.

The remainder of the money is divided equally among the crew. The crew's reaction to the size of their share is dependent upon the game difficulty, the length of the cruise and the size of their portion. They may be anything from very angry to ecstatic with their booty.

After the Division

After you have divided the plunder, you are given the options of retiring or plotting another voyage. You may also be given a chance to change the game's difficulty level.

Retirement

If you choose to retire, the game is over for that character (see "The End" on next page).

Starting Another Voyage

If you choose to begin another voyage, several months pass while you recruit crewmen and gather supplies. Eventually all is ready, and you return to the game. You start your new voyage with a small crew and gold equal to your portion of the plunder.

AGING

Overview

It's hard to be a pirate. Piracy requires strength, stamina, coordination, and charisma. Unfortunately, these attributes tend to fade as one grows older. As you play, your character ages, and certain portions of the game will become more difficult for you. You can continue to play your pirate as long as you like, but the game will become harder as the years take their toll.

Your time is precious; don't waste it! While there is plenty of time to ply your piratical trade, some game events, like dividing the plunder, being marooned or being imprisoned can consume as an entire year of your career.

Delaying the Inevitable

If you chose the "Medicine" skill for your pirate, he won't begin to feel the effects of aging until he is a good bit older. There are also special items you can acquire during the course of your travels that will slow the effects of time on your character.

THE END

Retiring

All good things must eventually come to an end, and sooner or later you will want to retire from the buccaneer's life to enjoy the fruits of your adventures. After a pirate retires, he's no longer available for play. You can then begin anew with a brand new character.

The Retirement Screen

When your character retires, the game catalogs his accomplishments and assigns him a final score based on his performance and gives you a glimpse into your character's post-piracy career. The higher his score, the better his new career. A poor pirate may end his days as a lowly pickpocket, while a really successful buccaneer may go on to become a city governor!

VS MULTIPLAYER

In versus mode, challenge your friends or the AI to head-to-head ship battles and duels; you can prove who is the most swashbuckling of all! To start Vs multiplayer, at least two controllers must be plugged into your Xbox console, then select **Vs Multiplayer** from the Main Menu.

Vs Ship Battles

Up to four players can play Vs ship battles, either in a free-for-all game or on teams. Destroy your opponents with firepower or by ramming them in spectacular collisions!

Control	Action
↑	Steer ship
L	Fire port cannons
R	Fire starboard cannons
B	Use attack powerup
X	Use defense powerup
Y	Use speed powerup
○	Pause / Menu
⬇	Controls help
○	Toggle sails

Select a Ship

Each player can choose from any of the nine ship types in the game. Each ship has different attack, defense, speed and turning capabilities.

Select an Arena

At any time, a player can press **X** to change the game arena your ship battle will take place in.

Select a Team

Each player can choose a team color. Players with the same team color are on the same team and their shots will not damage each other.

Adding AI Players

To add AI players to a versus mode game, use the **⬆** or **⬇** to select an unoccupied player slot and press **A**. Select the ship type and team color for the AI player and then press **○** to confirm your choices. You can add AI players for any unoccupied player slot in the same manner. When all players are ready, press **○** to begin the game.

Adding Friends

To add a friends to a versus mode game, connect additional controllers to the Xbox console and press **○**. Select a ship type and team color for each player, and then press **A** to confirm your choices.

Power-ups

Throughout the course of your battle, special power-ups will pop out of the water and float for a short time before disappearing. If you sail your ship over one of these power-ups, you'll pick it up. There are three different types of color-coded power-ups: attack (red), defense (blue), and speed (yellow). You can carry a maximum of three of each type of power-up.

To use your power-ups, press the button on your controller that corresponds to the power-up color: **X** for defense, **Y** for speed, and **B** for attack. For a short time, your ship will then have additional capabilities. Also, each additional power-up you hold when you use them adds a new ability.

	Attack (Red)	Defense (Blue)	Speed (Yellow)
One powerup	Attack powerup	Defense powerup	Speed up
Two powerups	Attack range up	Automatic ship repair	Maneuverability up
Three powerups	Incendiary cannonballs	Full damage repair	Faster reload

BONUS CONTENT

Select **Bonus Content** from the Main Menu to unlock and view exclusive bonus content, including character concept sketches and renders, storyboards, behind-the-scenes videos and more!

XBOX LIVE

Sid Meier's Pirates! is an Xbox Live Aware title. After retiring your character, you will be given the option of submitting your final score to the *Pirates!* leader board, so you can compare your skill at piracy against gamers from around the world. Scoreboards can also be viewed from the Xbox Live option on the Main Menu.

You can also download fresh new game content like flags, sails, and other exciting items by selecting Xbox Live, then "Download Content" from the Main Menu.

APPENDIX

Sailing Vessels Statistics

	Speed	Turning	Max Cargo	Max Crew	Guns
MERCHANT CLASS					
War Canoe	V. Fast	V. Tight	20	50	8
Pinnace	V. Fast	V. Tight	25	60	10
Coastal Barque	Slow	Tight	60	75	12
Barque	Slow	Tight	70	100	16
Ocean Barque	Slow	Tight	80	125	16
Fluyt	V. Slow	Wide	80	75	8
Large Fluyt	V. Slow	Wide	100	50	12
West Indiaman	V. Slow	Wide	120	100	16
Merchantman	Slow	V. Wide	100	125	16
Large Merchantman	Slow	V. Wide	120	125	20
East Indiaman	Slow	V. Wide	140	150	20
Trade Galleon	V. Slow	V. Wide	120	100	20
Royal Galleon	V. Slow	V. Wide	130	150	32
Treasure Galleon	V. Slow	V. Wide	140	200	40
WARSHIP CLASS					
Mail Runner	V. Fast	V. Tight	30	80	12
Sloop	Fast	Tight	40	75	12
Sloop of War	Fast	Tight	50	100	16
Royal Sloop	Fast	Tight	60	125	20
Brigantine	Med.	Med.	60	125	20
Brig	Med.	Med.	70	150	24
Brig of War	Med.	Med.	80	200	32
Fast Galleon	Slow	Wide	80	160	24
War Galleon	Slow	Wide	90	200	32
Flag Galleon	Slow	Wide	100	250	40
Frigate	Fast	Wide	80	200	32
Large Frigate	Fast	Wide	90	250	40
Ship of the Line	Fast	Wide	100	300	48

Best Point of Sailing Abbreviations

BR = Broad Reach

BBR = Broad Beam Reach

RBR = Running Broad Reach

RIW = Running Into the Wind

RBW = Running Before the Wind

CREDITS

Firaxis Games

Design

Sid Meier
Dan Magaha
Casey O'Toole

Production

Dan Magaha
 Producer
Steve Martin
 Executive Producer

Programming

Casey O'Toole
 Lead Programmer

Mike Breitreutz
David McKibbin
Rob McLaughlin
Nathan Mefford
Jacob Solomon
Don Wuenschell
 Programmers

Art

Mike Gibson
 Lead Artist
Steve Chao
 Lead Animator

Dennis Moellers
 Animator

Michael Bazzell

Brian Busatti

Greg Foertsch
 Artists

Greg Cunningham

Alex Kim
Ed Lynch
 Additional Animation

Original Art Team

Jerome Atherholt
Michael Bates
Michael Bazzell
Steve Chao
Rob Cloutier
Gregory Cunningham
Greg Foertsch

Marc Hudgins

Alex Kim

Ed Lynch

Jon Marro

Dennis Moellers

Ryan Murray

Nick Rusko-Berger

Megan Quinn

Mark Shahan

Justin Thomas

Liquid Development

Chris Sulzbach

Additional Art

Steve Chao

External Development Liaison

Roger Briggs

Mark Cromer

Michael Curran

Sound and Music

Mike Gibson

Director of Creative Resources

Barry Caudill

Additional Production

Paul Murphy

Dan Magaha

Writers

Dan Magaha

Bart Muzzin

The FIRAXIS Tools Group

Additional Programming

Timothy McCracken

QA Manager

Kelley Gilmore

Manager, Marketing
 and Media

Deborah Briggs

Director of Marketing and Corporate
 Development

Jason Cohen

Russell Hite

Marketing Associates

Josh Scanlan

Network Administrator

CREDITS

Jeffery Briggs
CEO of FIRAXIS Games

Special Thanks

Darren Bartlett
Scott Berfield
Stacey Clement
Ross Edmond
Jon Hockaday
Jon Jones
Darren Krommenhock
Bill Levay
Alex Mack
Susan Meier
Donna Milesky
Lindsay Riehl
Kurt D. Squire
Mark Subotnick
Bob Welch
Ryan Wener
Mikey Wetzel
Henry Yei

All our families, friends, and loved ones

2K Games Publishing

Gabe Abarcar, Sarah Anderson, Roozbeh Ashyani, Tom Bass, Jason Bergman, Ryan Brant, Dylan Bromley, James Daly, Dan Einzig, Steve Glickstein, Greg Gobbi, Christoph Hartmann, David Ismaier, Jennifer Kolbe, Susan Lewis, Marc Nesbitt, James Pacquing, Jon Payne, Christina Recchio, Dorian Rehfield, Jack Scalici, Matt Schlosberg, Nan Ten, Peggy Yu, Lesley Zinn

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH [TAKE-TWO INTERACTIVE SOFTWARE, INC.] ("LICENSOR").

LICENSE. Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single console. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP. LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to \$100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

- Commercially exploit the Software;
- Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
- Make copies of the Software or any part thereof;
- Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one console at the same time;
- Copy the Software onto a hard drive or other storage device and must run the Software from the included CD-ROM (although the Software may automatically copy a portion of itself onto your console during installation in order to run more efficiently);
- use or copy the Software at a computer gaming center or any other location-based site;

provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use.

- (g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;
- (h) Remove or modify any proprietary notices or labels contained on or within the Software; and
- (i) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

LIMITED WARRANTY: LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the

Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is the LICENSOR at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012.

WARRANTY

2K Games, a division of Take-Two Interactive Software, Inc., warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to 2K Games or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost to return the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

2K Games shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damage for personal injury, even if 2K Games has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law, which cannot be pre-empted. This warranty gives you specific legal rights and may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative work based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program accompanying documentation, and the receipt agrees to the terms of the agreement. Further you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

2K GAMES
575 BROADWAY,
NEW YORK, NY 10012

PRODUCT SUPPORT

For U.S. Support:

Phone: 1-866-219-9839

Email: usa@take2support.com

For Canadian Support:

Phone: 1-800-638-0127

Email: Canada@take2support.com

<http://www.take2games.com/support>

Sid Meier's Pirates! © 2005 Firaxis Games, Inc. All Rights Reserved.

Firaxis Games® and Sid Meier's Pirates!® are Registered Trademarks of
Firaxis Games, Inc.

Firaxis Games® is a Registered Trademark of Firaxis Games, Inc.

Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

Portions of this software are included under license. © 2004 Numerical Design, Ltd.
All rights reserved.

Uses Bink Video. Copyright © 1997-2004 by RAD Game Tools, Inc.

Uses Miles Sound System. Copyright © 1991-2004 by RAD Game Tools, Inc.

03225